

Virtualization of Society and Spiritual and Moral Education of Young People

Shakhnoza Alimova

Department of Humanities Tashkent University of Information Technologies named after
Muhammad al-Khwarizmi, Tashkent, Uzbekistan

Abstract: The article discusses the impact of extended objective virtual reality on the life of modern society. The facts substantiating the relevance of studying this phenomenon from the point of view of social philosophy are presented. The article assesses the impact of technologies of extended objective virtual reality, reflecting the state of the main spheres of society in modern realities, on the life of society.

Keywords: virtual reality, virtual technology, socialization, societies, culture, value.

Introduction.

In the system of the world informatized society, the effective use of the capabilities of modern virtual technologies is becoming increasingly relevant. This topic has already given rise to virtual reality – it went beyond the boundaries of the field of cybernetics, went deep into the system of socio-humanitarian Sciences and became the main object of study of research in the field of socio-philosophy, psychology and philosophy of culture. Especially in the prestigious universities and research centers of developed countries today, special attention is paid to the scientific and practical study of the consequences of its existence in virtual reality, from the new virtual culture that is being formed in society and its peculiarities. Therefore, the socio-philosophical assessment of the indicators of the manifestation of virtual reality in an informed society has a strategic meaning-meaning.

The term Virtual reality was used by the founder of the American company VPL, Jaron Lanier, in the early 1980s. As a product of modern technologies, virtual Reality embodies the latest developments in computer graphics, computer simulation, artificial intelligence, sensors, Display, Network parallel processing and other technologies. Therefore, we would not be wrong to say that virtual reality is a computer-generated high-tech simulation system. It originated from the combat simulation system of the US military, and in the early 90s gradually attracted the attention of all walks of life and became more advanced in the commercial sphere. A feature of this technology is that the computer creates an artificial virtual environment. A Virtual environment is a three-dimensional digital model that consists of computer graphics and is assembled and incorporated on a computer to create on a visual basis. Virtual reality is the ability to visually exalt this environment by synthesizing an artificial environment that is visible to the eye, directly observing the surrounding environment and the internal changes of things.

The virtual reality tool consists of stereoscopic displays, spatial audio devices and sets of objects of various input and output technologies that simulate sensations of force, touch and movement. These immersive devices create a coordinated sensory experience when connected to the user's motor and autonomous channels.

Literature review.

Virtual reality is a type of reality in which the activity of a subject is generated through computer technology and means of influencing consciousness, which arises only in the process of its creation and affects the consciousness of the subject. Virtual reality is a set of simulators that are copies of real objects and have no analogues in real reality. L.A.Tyagunova, virtual reality is a Total characteristic of social reality. The essence of the virtualization of society is that the world of things is replaced by images, illusions and emblems and is distinguished by the fact that the Total movement is gaining a profession [1].

Virtual reality is the result of the formation of a new world, as well as an artificial structure that, based on computer technology, changes the spatial-temporal constant in reality in accordance with human desires. The word Virtual reality in its narrow sense means a game or technical need that arises after wearing "electronic glasses". In this case, consciousness enters the world created by a computer, where it can almost see, feel and act. In a broad sense, virtual reality refers to any modified form of consciousness: nervousness, drug or alcohol poisoning, hypnosis, anesthesia, mental changes that occur in people who have been in prisons, submarines and others for a long time are among these. There is a paradox in the concept of Virtual reality. Because ordinary consciousness considers it "fantastic". This paradox also comes from an objective assessment of Real reality.

Virtual reality is a combination of reality and fantastic reality created using virtual technologies. However, it occupies an important place in the modernization of the virtual learning process. Because it is the virtual learning environment that is designed to enrich students' cognitive experiences, which are vividly manifested through the use of modern innovative technologies in education. Virtual reality the development of technologies radically changes the educational environment. Virtual reality technology is a tool through which people can interact directly with computers to solve more complex problems. The most important feature of Virtual reality is that it manifests imitation aimed at the real environment. Although the expression of Virtual reality has been used in the historical process in virtual environments, three-dimensional simulation, computer and console games, visualization and digital prototypes, today virtual titles that can interact are presented in a 360-degree view.

Research Methodology.

The first philosophical work about Virtual reality was Haim's "metaphysics of virtual reality", which studied the existing technologies of that time from an artistic and philosophical point of view. In Virtual reality, users design their own desires, behavior. The selection and construction of modifications and reproductions in Virtual reality is entirely based on the wishes of the user, and their activities have practical consequences in Real life, which creates ethical problems. We must also admit that although the fact of identity verification does not lead to moral responsibility, the experience of identity can strengthen the usual obligation. People establish etiquette in a state of perfection. Satisfies the requirements of moral rules, responsibility and morality established by the state of perfection.

The spiritual and moral issues that Virtual reality modifies are as follows:

1. Like all new technologies, we must understand that any potential moral problems can arise with the further development of society.
2. Virtual reality creates great opportunities in the further development of the life of society. Such virtual technologies create socio-economic transformations, making people an important tool that

meets all their needs. But like all new technologies, we must understand that any potential moral problems can arise with the further development of society.

3. When we think about Virtual reality, we think of these large headphones that automatically close our eyes and two ears to create a fully immersive experience. In addition, there are more and more virtual reality gloves and other accessories. While the feeling that has arisen can be strange, we will have to worry about people who use such devices at home, especially those who live alone. Due to limited perception, some virtual technology users may be prone to accidents.

4. The question of whether Virtual reality leads to the separation of people from society also opens up. Research shows that existing social media is taking many people to the point of feeling lonely, guilty, and depressed. As we all know, often immersion in the virtual environment also leads to the fact that some users move away from Real life. In fact, virtual reality technology was used as a means of protecting people from fear, even military actions. Last year, academic researchers in the United States published the results of the study and found that playing violent games on several occasions reduces the emotional sensitivity of young people and their ability to feel guilty. A recent study by Stanford University found that children are often unable to distinguish between Real life and virtual environments.

5. Virtual technologies can have a long and dangerous psychological impact on some users. That is why some sociocultural scientists are thinking about situations that do not correspond to humanity that lead young people to think of their bodies as virtual avatars. Virtual reality can quickly expose some young people's spiritual and mental illnesses and trigger psychotic episodes.

6. Philosopher Thomas Metzinger is concerned that virtual reality headphones can be used by the military as a new way instead of the usual torture. Whether it is a reality or an assumption, one must understand the pain, injuries, violence and traumatic conditions caused by other users in the virtual environment - whether physical or mental.

7. Manipulating buyers with the help of advertising is not a novelty, but so far they have become two-dimensional. Therefore, they have to work hard to compete with our distracting attention, the ringing of the phone, The Crying of the baby, traffic jams, talking, music, etc. And with the help of Virtual reality, advertisers can enter the environment of consumers (some psychologists believe that we can control our behavior). This increases the chances of earning for developers with new spaces that can be used to sell ads.

Therefore, some scientists also warn that virtual reality can lead to new hidden strategies related to product positioning, brand unification and advertising. A.G.Luginina expressed the following points in relation to virtualization from the pose of globalism. Virtualization is a new type of collaboration on a global scale in the internet tool. Face do not exist [2].

Analysis and results.

Virtual reality is the result of the formation of a new world, as well as an artificial structure that, based on computer technology, changes the spatial-temporal constant in reality in accordance with human desires. The word Virtual reality in its narrow sense means a game or technical need that arises after wearing "electronic glasses". In this case, consciousness enters the world created by a computer, where it can almost see, feel and act. In a broad sense, virtual reality refers to any modified form of consciousness: nervousness, drug or alcohol poisoning, hypnosis, anesthesia, in prisons for a long time, the phenomenon of water electronic socialization covers the sphere of culture, witnessing a normative virtualization not only at the level of networked technologies. We currently live in the era of the culture of images and the images of cultures. Culture is increasingly gaining the status of the Institute of images, various ratings, image makers, press-koInterfaollik

deganda tinglovchilarning virtual object environment relatively affects the ability and environment to communicate in real time in tiladi mode. A virtual environment can be organized during the learning process.

A virtual movement can be made and a virtual environment of narsalarga can be made-sharpening of tags or even turshlari. The virtual world is the real Dunega Bazlangan Adamlar as Judah Yakimli Bohlgan. The truth is the compassionate world, the blasphemous law and morality of the checklarga ego, the virtual world of esa erkin, every person, even the spiritual and moral normarga period of Kelmasada can be violated. According to the press service of the President of the Republic of Tajikistan Emomali Rahmon, issues of cooperation between Tajikistan and Afghanistan were discussed during the meeting. The "practice" and personal experience that Virtual reality technology gives users, often fake, is that immersive reality constantly stimulates his emotions based on the environment, which psychological changes can cause moral and ethical problems.

Professor Frank Steinike and Gerd Bruder of the University of Hamburg, Germany, conducted an experiment. The result of the study shows that a person who has fallen under the influence of such virtual reality gradually confuses the virtual world with the real world, when he cannot distinguish between the real world and when he was in the virtual world. In an environment of Virtual reality, human psychology and behavior change. Such people completely confuse the boundaries between virtual and reality and even want to live forever in the virtual world. And the real world tries to avoid the difficulties caused. People who are accustomed to the atmosphere of Virtual reality feel lost when they return to the real world. Thinking involves ideas. Thinking and ideas are part of consciousness. People perceive and perceive the existence and changes of themselves and external objects through consciousness, are able to think independently. Vigilance is the basis of thinking. In Real life, changing people's thinking and ideas often requires long and painstaking work, and even if they are limited to objective conditions, they cannot be implemented.

Virtual reality technology allows you to realize what is impossible in the Real world in the virtual world, goes through the traditional way of thinking, forms a new concept, gives intuition and purposefulness of thinking. Virtual reality technology can realistically present landscapes such as desert Meadows, blue seas, quiet forests that have arisen in the human mind. From the point of view of epistemology, virtual reality is actually an intermediary system between a person and the Real world, that is, between a subject and an object. From the point of view of Ontology, virtual reality is a kind of form of virtual and functional reality.

Virtual reality turns people's thinking activity from the brain into a computer. The technology of Virtual reality provides the consciousness of people with the infinity of personal abilities. Virtual reality technology also serves to understand a person's own spiritual world. In a Virtual reality environment, communication objects are virtualized by a computer as an intermediary. Therefore, people can get rid of external restrictions and feel a special freedom. This practice of virtual thinking changes a person's ability to feel and react to the level of being free from the boundaries of reality and fantasy, time and space, which brings the subject of practice into a transcendental state in perception. However, dunening cheklovvari and berishni istamidigan adamlar virtual dunega kirib, spirituality-zinc food, even the education of the ideal dudelarini kurishlari can be justified. Virtual implements the technology known as bir darajaga etganda, virtual life and from time to time.

For a higher education audience, the side effects caused by temporary neglect are relatively small and the illusion is easy to get rid of. However, for people with low education levels, especially young people, the side effects of frustration in the virtual world can often be great. In the upbringing of young people who are not limited in the Virtual world and are deceived by the

satisfaction of desires, psychological and moral problems ultimately arise. Because E.V.As Malkova noted, computerization gave rise to specific technical and psychological phenomena, that is, "virtual reality." However, in recent years, the concept of "virtual" has been used outside the scope of the field of Information Technology. Today we are witnessing the penetration of virtuality into social and individual life, that is, the virtualization of society [4].

Virtual reality technology has a wide range of applications in the medical, entertainment, aerospace and other fields. Through this Remote Medical Surgical System, patients in remote areas can be treated remotely by professional doctors. Today, virtual reality technology is also widely used in the treatment of COVID-19 pademia, which confuses countries around the world. Through virtual reality simulation, a person can realistically simulate various scenes and unforeseen situations in space, especially since this situation is convenient for astronauts to conduct simulation training. Therefore, when actively developing virtual reality technology and even more advanced science and technology, we need to pay more attention to the impact of the development of this technology on human behavior and consciousness, especially young people, and focus on raising their level of knowledge.

Virtual reality technology is manifested in the ability to create a world like the real world with the properties of importance, simulation and transcendence. In an interview with the Seattle Times, Lanier warned of the dangers of virtual reality, "it will be an area where we will face greater ethical challenges than the artificial intelligence problem in the next few years," he says. Because I must admit that the emergence of each new technology is accompanied by potential new risks.

The scene created by Virtual reality is determined by the owner of the virtual world, and there will be a high probability of "psychological manipulation" in the settings of all audio-visual sensations in it. The content of Virtual reality is mainly based on video games, which mainly cause aggression to appear in young people. Games created on the basis of such virtual technologies can affect the psyche of young people to varying degrees. Young people can also become more and more indifferent on the basis of penetration into the virtual world. V.L.Silaeva attributes virtual reality as follows-a universe created on the basis of a person's strong passion for creating an alternative universe. It is manifested mainly from signs and symbols, and its directions are much wider than the sphere of influence [5].

Virtual reality technology means that the subject's penetration into the virtual environment and perception of it radically changes his qbolity. This process requires us to carefully study the essence and cognitive impact of virtual reality. For example, the American computer scientist Jonathan Stewer and others are unhappy with the definition of virtual reality as a "set of technical means" by commercial capital, who emphasize that virtual reality should be assessed mainly from the point of view of communication. In their opinion, virtual reality refers to the possibility of perception and the general nature of interaction that arise in the process of achieving a certain sense of existence through the means of communication of a person. After all, it is in the virtual environment that users experience the so-called sensation of being part of the virtual reality environment. At the same time, the user will be able to maintain close contact not only with the virtual environment, but also with himself.

From the above considerations, it turns out that virtual reality technology is destroying what traditional society depends on. As Professor Catherine Hayls of Duke University in the United States noted, the "separation" of information in the virtual world encourages people to become post-people. People of this type of virtual reality it is also possible that the cause gradually separates from the body and becomes a collection of information. That is, the human mind can also be "downloaded", "saved" and "deleted" as computer data. At the same time, as Ken Hillis points

out, virtual reality also promises that we can leave our body and remain "at ease" in cyberspace in the form of original data, but this is not an easy process to do.

The development of Virtual reality technology allows us to freely move to various "parallel worlds", and long-term conversion easily blurs the user's mind, and as a result, this state of affairs can also cause us to suffer from mental disorders. A full-fledged immersive experience in the system of Virtual reality affects the behavior and psychology of a person more and more long. In particular, virtual reality technology confuses people's minds to some extent. Escape to the fantasy world is a long-standing dream of humanity, and virtual reality is perceived as its most recent path. If people are used to living in an atmosphere of emotional participation and immersive technology brought on by virtual reality, they will have given up their vigilance. This condition causes their spiritual-spiritual alienation.

Virtual reality technology can create powerful hallucinations in a person. The fact that Virtual reality becomes an electronic medicine is also no question. At the initial stage of 1990, virtual reality technology allowed people to enjoy the achievements of Science and new information, but later it became such a comprehensive tool as Pandora's box. Therefore, some scientists are also using the development of virtual reality as a tool for distributing hallucinations and controlling thinking for various selfish purposes.

Brendan Iribe, CEO of Oculus, calls the discomfort caused by virtual reality technology "cold sweat syndrome" or "uncomfortable Valley". These discomforts include symptoms such as perception, thinking, emotion and behavior, as well as lack of coordination of mental activity. Patients with this disease usually have normal consciousness and intelligence, but cognitive impairment can be observed in them during illness.

The emergence of the Virtual world has brought many changes. Therefore, even today we should pay special attention to raising the spiritual and moral education of young people. Because it is they who are the main object of influence in the virtual world and have more opportunities for their direct participation in them.

The emergence of the Virtual world has caused many reflections in philosophy. Due to the nature of the Virtual network, some people are also trying to satisfy their inhuman ego. This creates many tragic situations in society.

In connection with the emergence of the Virtual world, especially with the popularization and application of computer technologies, we will have the opportunity to revise the model of the development of Education. Therefore, it is necessary to understand the issue of educational technology in a broader sense, since this is not a technical problem in the first place. This, in turn, reflects the changing relationship between management and specialization. Therefore, A.A.Nikolaev any complex developing socioticism tries to maintain its balance. However, due to the increase in unbalanced and non-equilibrium relations, it will experience internal changes, which no one will be able to predict in advance in which direction its further development will take after reaching a certain limit.

In the generation that grew up in the Virtual world, many questions can arise to reflect on the goodness or evil of this world. Because they can also positively accept or seriously deny the traditional views adopted by the older generation because they are young navigators.

As Tapskott points out in his book "digital growth", "the Internet age is turning new media into a large environment where millions of people participate and play freely from a mysterious forbidden place. On the basis of unlimited consciousness, virtual reality has created a new world that is completely different from the previous boring, useless, one-sided communication of the media.

In the historical development of mankind, four things have played an important role: language, writing, machinery and information. These things created by humanity are important in our understanding of ourselves. Therefore, Mak Luxan argues that "first we created tools, then the tools created us." The scientist separately notes that the next 25 years were the era of digital technologies. Digital technology is different from previous machine technology. Previously, when creating machines, scientists used technologies that were analog to it, the creation of today's Technologies went beyond the limits of human imagination. In his opinion, even if information can be taken as some fact, no matter what fact it is, we will only be able to describe it as an event by giving meaning.

From this point of view, the so-called information management that exists at the moment basically carries out two things: one is classification and the other is mapping. The so-called classification is the classification of normal phenomena and abnormal phenomena and the subsequent finding of the corresponding relationship, that is, dependence on the result from the situation. The role of data here does not fully correspond to such traditional statistics as our "statistical arithmetic". And digitization of the world is, in fact, through the process of automatic identification of machine search, the recognition of information as a fact, the identification of it with the help of a machine as a meaningful phenomenon, and then the management of this meaningful phenomenon. Such a virtual data system allows you to reconstruct this world. In the process, we will have to pay special attention to two important issues: on the one hand, our existence in the world already has a digital copy, and on the other hand, we live in a world of data flow.

That is why it will be correct for us to focus on the purpose for which people use information when studying their behavior. Because the analysis of information in the virtual network affects the behavior of a person. Even the information received in such an order can be a record of human behavior. Some people think that it is possible to reflect the real world only when such information is large enough in size and size. The information contained in the correct virtual network can reflect the traces of the Real world in itself and find a suitable sample in the world of data from each element of the Real world. However, this should not lead to the conclusion that they exactly fit together.

Virtual reality reflects the daily experience of a person using the composite requirements of art. The world of Virtual reality is not a world of people or an external objective world, but it is an artificial production of human - machine relationships, the world of the human-machine complex. I.V.Boldyshev, having studied virtual reality from the point of view of social practice, he has dual and ambivalent directions. On the one hand, it is as if high-level illusions in virtual space do not create a danger, but on the other hand, the danger of virtual reality is that there is a high probability of manipulating human consciousness through it [6].

Conclusion/Recommendations.

Based on the above considerations, we can put forward the following conclusions:

- first of all, one of the most important conditions for raising human capital in the conditions of virtualization of the socio-cultural life of society – the creation of an "explosion effect" and further increase in the coefficient of efficiency, the achievements of scientific and technological progress, which can give the expected results in cases of harmonization with effective mechanisms of modern education;
- secondly, the phenomenon of adaptation of a person to information technology is not the result of his passive action, consisting in the struggle for survival by confessing to takdir, but, on the contrary, is characterized by a conscious, active attitude to the information environment, which affects his consciousness and soul;

- thirdly, the set of basic relations that determine the development of an informed society is the basis of social activity, which consists in changing it in the direction of a person's goal of assimilating existing information. In this case, the information base is the relative independence of human relations, and not only the result of their practical activities. Because it finds its expression in practical relations in the complex" virtualization of society and Information Culture of a person." Accordingly, the view of practical relations in the field of development of an informed society as a condition of direct primary existence of Information Culture in young people is generally a methodological error. After all, the theoretical level of development of Information Culture goes not so much to the passive perception of socio-cultural relations as to the needs of a person for obtaining information, which is considered the driving mechanism of these relations. In this case, the phenomenon of virtual reality means "technologist heat", taking into account the spiritual and cultural characteristics of a person with information.

Used literature

1. Tyagunova L. A. Virtualization of society: essence and trends: dis. ... candle. filos. subjects. Saratov, 2007.
2. Luginina A. G. Virtualization of society as a problem of modern social philosophy: historical philosophical aspect: dis. ... candle. filos. subjects. Krasnodar, 2007.
3. Chugunov A.V. Sociology of the Internet: Socio-political orientations of the Russian Internet audience / Kaf. Information systems in the arts and humanities of philology. Faculty of St. Petersburg State University. - 2nd ed., supplement - St. Petersburg: Philological Faculty of St. Petersburg State University, 2003. - p.8.
4. Malkova E.V. Virtual reality: socio-philosophical aspect: dis. ... candidate of Philos. sciences'. Perm, 2005.
5. Silaeva V.L. Substitution of reality as a socio-cultural mechanism of virtualization of society: dis. ... candidate of Philos. M., 2004. pp.64-65.
6. Boldyshev I.V. Virtualization of social reality and social practice: dis. ... candidate of Philos. sciences'. Nalchik, 2006.